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Boletín de novedades, 21 de enero de 2014

The Supreme Commander. P.V.P.: 58,50 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** GMT GAMES.

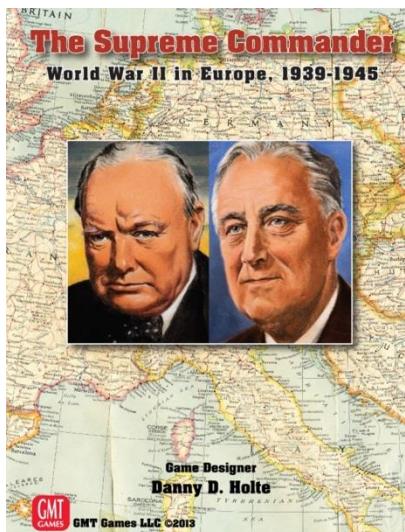
The Supreme Commander es un juego para 2-5 jugadores sobre la totalidad de la 2ª Guerra Mundial en el Teatro de Operaciones Europeo, desde septiembre de 1939 hasta el fin de la guerra. Aunque existen otros juegos sobre este teatro de operaciones, *The Supreme Commander* contempla todos los aspectos primordiales de la Guerra de forma sencilla y directa. Cuestiones como los convoyes a Murmansk, Lend-Lease, diplomacia, la campaña estratégica de los U-Boot, avances tecnológicos, campañas de bombardeo estratégico, la economía y la producción militar, los partisanos –todos estos elementos y muchos más se incluyen en un juego sorprendentemente fácil de asimilar. Esto no equivale a decir que *The Supreme Commander* sea un compromiso en cuanto a historicidad. El juego ofrece un orden de batalla detallado, y un sistema económico y diplomático meticulosamente estudiado que permite a los jugadores plantear las campañas históricas de la guerra así como las hipotéticas que podrían haber tenido lugar. Los jugadores tienen libertad y no están restringidos a tomar las decisiones de sus equivalentes históricos.

La duración de la partida varía, pero en general el juego de campaña será un largo juego de fin de semana. También se incluyen 2 escenarios más cortos.

Componentes:

- Reglamento
- Dos láminas de mapa de 55x85 cm cada una
- Registro Diplomático
- 2 ayudas de juego
- Dos planchas de fichas. 6 plantillas de Fondo de Fuerzas/Force Pool para Francia, Reino Unido, URSS, Italia, Alemania.
- Dos dados de 10 caras

Para 2-5 jugadores. Complejidad: media. ***¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!***



The Dark Valley. P.V.P.: 53,00 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** GMT GAMES.

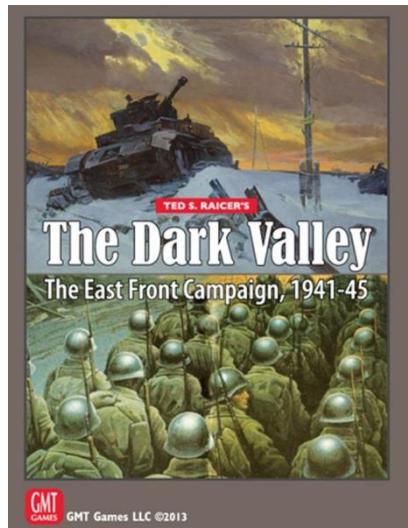
The Dark Valley es un nuevo juego del premiado Ted Raicer, cuyo tema es la totalidad de la campaña en el Frente Ruso en la 2ª Guerra Mundial. Las 600 fichas representan a todas la unidades principales que aparecieron durante el curso del conflicto (inicialmente la mayoría de la infantería soviética son divisiones, luego reemplazados por ejércitos o cuerpos). Están representadas todas las divisiones mecanizadas alemanas, mientras que su infantería se refleja con una mezcla de divisiones y cuerpos. Aunque se trata de un juego de cierto tamaño, el sistema de juego pone énfasis en la jugabilidad y no en la sobrecarga de reglas, lo que permite a los jugadores concentrarse en la estrategia.

El núcleo del sistema de juego es un sistema de activación mediante extracción aleatoria de “chits”, lo cual determina el fluir de las operaciones. Por ejemplo, el chit alemán “Move/Combat” permite mover o combatir con las unidades del Eje, pero no ambas cosas. Si se extrae el chit de cuartel general panzer alemán, las unidades dentro de su alcance de mando podrán mover y combatir (con mayor flexibilidad si son unidades blindadas). El chit del Stavka soviético permite desplegar unidades de la reserva. El chit de contraataque soviético obliga a lanzar ataques soviéticos por órdenes de Stalin. Estos son solo unos ejemplos. Al ajustarse la selección de chits en cada turno, el juego modela de forma elegante los cambios que se van produciendo en el curso del conflicto, como por ejemplo la mejora en los mandos soviéticos, sin sobrecargar de reglas a los jugadores.

La red de suministros del eje, que impuso restricciones cruciales a la efectividad de las ofensivas, se representa por medio de unidades de depósitos de suministros. Su capacidad de movimiento exacta se determina en cada turno mediante una tirada, lo que evita calcular con exactitud la rapidez de cualquier avance.

Además de incluir un juego de campaña completo, se incluyen escenarios para Barbarossa, Case Blue, Kursk, y la Destrucción del Grupo de Ejércitos Centro. Las fechas de comienzo de los escenarios también permiten comenzar en esos momentos del juego de campaña. *The Dark Valley* está diseñado para ser jugable y emocionante, modelando la tensión de la campaña de forma elegante y sencilla. También se juega muy bien en solitario, debido al sistema de activación mediante chits. Desde la guerra relámpago alemana de 1941 a las ardientes ruinas de Berlín, *The Dark Valley* ofrece una nueva mirada a este teatro de operaciones tan frecuentemente jugado.

Componentes: mapa de 2 láminas de 55x85 cm cada una; tres planchas de fichas; cuatro ayudas de juego; 2 dados de 6 caras; reglamento y librillo de juego. Complejidad: media. Para 2 jugadores. Escala: 20 millas por hex. ***¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!***



The Hunters. P.V.P.: 36,00 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** GMT GAMES.

Los U-Boot alemanes en Guerra, 1939-43.

"Hostilidades con Inglaterra desde este momento."

la hora es: 1256 horas, 3 de septiembre de 1939

The Hunters es un juego táctico solitario que te pone al mando de un submarino alemán durante la 2ª Guerra Mundial. Tu misión es destruir tanto tonelaje mercante y buques de Guerra principales aliados como puedas, a la vez que mejoras tu dotación y aumentas tu graduación, posiblemente culminando con la recepción de una condecoración especial – pero recuerda que debes volver sano y salvo a casa.

The Hunters está diseñado para ofrecer una intensa experiencia de juego que te obligue a tomar muchas decisiones, al mando de un submarino entre los principales modelos de submarinos alemanes en servicio durante la guerra. Deberás completar una travesía. Si sobrevives a todas las patrullas de 1939 a 1943, se te transferirá al Mando de Entrenamiento de Submarinos para el resto de la guerra, habiendo cumplido con tu servicio a la Patria.

Los veteranos que recuerden el clásico **B-17: Queen of the Skies**, disfrutarán de una experiencia similar a bordo de un U-boot. Se incluyen todos los tipos principales con gran detalle para cada modelo, como por ejemplo el periodo en que estuvo en servicio, armamento, dotación, capacidad de absorber daño y más.

En tu puesto de comandante del submarino, deberás afrontar numerosas decisiones durante tu patrulla. Para empezar debes elegir entre ocho tipos de sumergibles. Las zonas de patrulla reflejan el periodo de tiempo en el mar y cambiarán según avanza la guerra. Todas las etapas de la campaña de los submarinos alemanes se ven reflejadas en misiones cada vez más difíciles, a medida que los aliados hacen progresos en su guerra antisubmarina.

Las patrullas son el hilo conductor del juego, y en ellas tendrás encuentros con buques individuales, convoyes o aviones enemigos. Ejemplos de situaciones:

- ¿Cómo te acercarás al convoy que acabas de avistar?
- ¿Reducirás la distancia de tiro para aumentar la posibilidad de éxito del ataque, a cambio de aumentar el riesgo que corres?
- Si es de noche, ¿harás un ataque de superficie?
- ¿Lanzarás una o dos salvadas, y de cuántos torpedos?
- ¿Intentarás seguir al contacto para entablar más rondas de combate?
- ¿Cómo te escabullirás de los escoltas?
- ¿Qué maniobras evasivas realizarás?

El juego ofrece una narrativa histórica con más de 350 tipos de objetivos individuales históricos, incluyendo mercantes, petroleros y buques americanos.

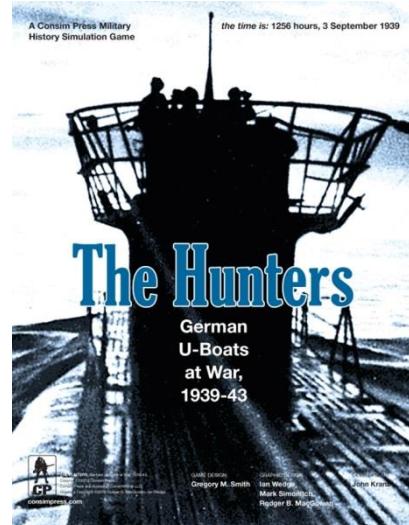
Algunos puntos Fuertes del sistema:

- 8 tipos de sumergibles alemanes representados
- 9 asignaciones de Patrulla distintas
- 350+ blancos individuales
- Misiones Especiales para Desembarco de Agentes y Siembra de Minas
- Combates con buques individuales, buques con escolta, convoyes y aviones
- Enfrentamientos diurnos y nocturnos, incluyendo patrullas de manadas de lobos
- El detalle de los daños de los sumergibles incluye vías de agua, daño en el casco, compuertas de torpedos, periscopio, tanques de combustible, daños a la tripulación (según su tipo), motores, hidrófonos, cañón(es), baterías, radio
- Mejora de la tripulación, Promoción del comandante (también condecoraciones, hasta la Cruz de Caballero)
- Opciones para varios jugadores y de torneos (también torneo de Manada de lobos)
- Maniobras evasivas, abortar misión, calidad variable de los escoltas, reabastecimiento en el mar, paso de Gibraltar, reasignación de un sumergible más moderno, fallos en torpedos, eventos históricos aleatorios y mucho más!

Tú eres el Cazador, pero también el Cazado. ¿Llevarás a buen término tus patrullas, mejorarás tu tripulación, serás ascendido y condecorado antes de retirarse?

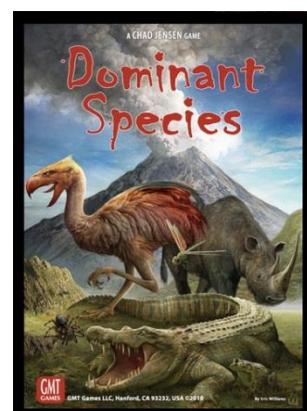
Complejidad: baja a media. Duración de la partida: 2-3 horas. Juego en solitario (también existe el modo multijugador).

Componentes: una plancha de fichas; reglamento; ayudas de juego; hoja de planificación de la Patrulla; 4 tapetes de sumergibles impresos por ambas caras; un tapete de combate submarino; 3 dados de 6 caras y 2 de 10 caras. **¡¡REGLAS EN CASTELLANO!!**



Dominant Species (4th printing). P.V.P.: 70,00 € **NUEVA IMPRESIÓN**

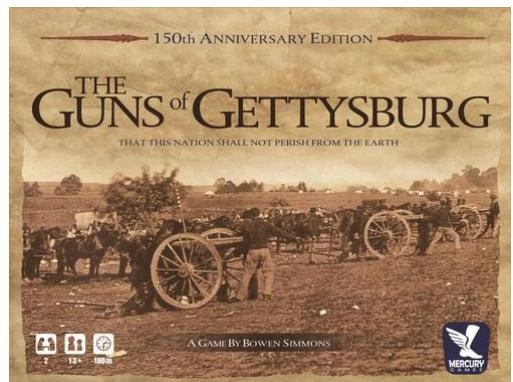
FORMATO: JUEGO DE TABLERO. **EDITOR:** GMT GAMES.



The Guns of Gettysburg. P.V.P.: 63,00 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MERCURY GAMES.

En mayo de 1863, la Confederación estaba ganando batallas pero perdiendo la Guerra. En el oeste, Grant se acercaba a Vicksburg. En el este, el Ejército de Virginia del Norte resistía frente al Ejército del Potomac, pero Lee se dio cuenta de que aquello no podría durar. Tenía que haber cambios, así que atacaría al norte para llevar la guerra al territorio enemigo. Tras varias semanas de maniobras, tuvo lugar una colisión fortuita entre ambos ejércitos que sellaría el destino de la Confederación. Ahora es tu oportunidad de cambiar la historia. ¿Podrás mejorar el resultado de Lee y aplastar al ejército de la Unión según va llegando al campo de batalla por separado? ¿O, en el papel de Meade, resistirás en las alturas y barrerás la última esperanza de victoria confederada? Las decisiones están en tus manos... en *Gettysburg 150!*



Gettysburg 150 es una ampliación de las ideas que comenzaron en el aclamado *Hold the Line*. Como *Hold the Line*, emplea puntos de acción de mando para que las unidades muevan y ataquen. La Tabla de Resultados del Combate es similar, aunque la artillería es más débil a distancias grandes debido a la mayor escala de esta batalla. El tablero aquí no es modular, y las unidades de infantería son más fuertes. Las unidades son básicamente divisiones de infantería y brigadas de caballería. Detalles avanzados como el movimiento en columna se contemplan sencillamente como bonos al movimiento si no se mueve adyacente a unidades enemigas. Y lo que es más importante: el juego contiene reglas opcionales para aumentar el realismo, como por ejemplo llegada temprana de refuerzos, desmoralización de ejército debido a bajas graves, y reglas para respetar la organización en cuerpos de ejército. El juego tiene 4 escenarios individuales para los días 1, 2, 3 y el ataque sobre Little Round Top el 2 de Julio. Los escenarios se pueden jugar en 1 hora, o en menos de media hora el escenario de Little Round Top. La batalla completa de 3 días se puede jugar en 2-3 horas.

Estamos ante un juego de nivel división en honor al 150 aniversario de la batalla. Este juego sencillo y rápido incluye un mapa montado de 63x55 cm, dos planchas de fichas, reglas y dados.

Siempre recibirás algunos puntos de acción para poder maniobrar y combatir con tus unidades, pero nunca estarás seguro de cuántos, lo que recrea la incertidumbre del mando y del control de las unidades. **¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**

Band of Brothers: Ghost Panzer. P.V.P.: 63,75 € **NOVEDAD**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** WORTHINGTON GAMES.

Band of Brothers: Ghost Panzer is a fast playing game of squad level combat in WWII. It covers the exploits of the German 11th Panzer Division in Russia from 1941 to 1943. The rules are very simple with very few exceptions to remember and yet the game is meant to be all encompassing and will include infantry, tanks, and artillery.

Based on years of research, the game system uses a unique suppression mechanic. There are no longer two unique states for a unit, but varying degrees of suppression. This allows suppression to accumulate from multiple fire sources and means that the unit will not take a morale check until it is asked to do something. You will never know for sure how your units will respond until they are needed.

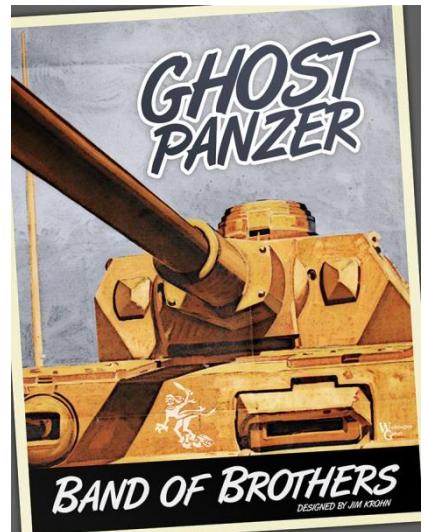
Although casualties can be caused by artillery and heavy weapons (which makes them prime battlefield targets), squads will never cause significant casualties shooting at range at dug in, first line troops. Their goal is to fire and maneuver. Sections of the enemy force must be pinned down and eliminated from up close. The system itself forces this realistic play. In a similar fashion, the system rewards you for spreading your troops out and other realistic game play.

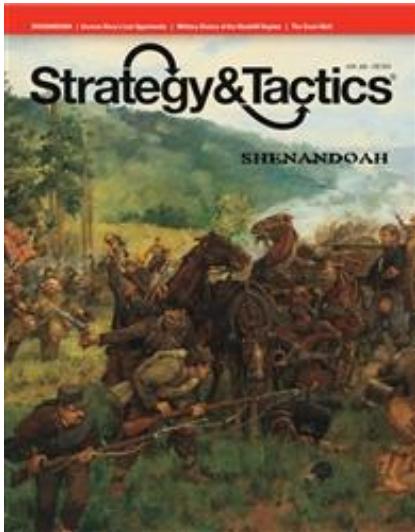
Another unique feature of the game is its use of Proficiency and Casualty ratings to differentiate squads in areas besides just morale.

The game will come with:

- 14 geomorphic maps
- 7/8" counters for squads and tanks
- 5/8" informational counters
- Scenarios (playable in 1 to 1.5 hours)
- Rules
- Play aid
- Dice

¡¡REGLAS EN CASTELLANO EN PREPARACIÓN!!





Strategy & Tactics 284: Shenandoah. P.V.P.: 25,50 € NOVEDAD

FORMATO: REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES. *Jackson's Shenandoah Valley Campaign* is loosely based upon the *Twilight's Last Gleaming* (2) rules system (*S&T* #225), and simulates the movement of Gen. "Stonewall" Jackson's army into the Shenandoah Valley in 1862, raiding the Union forces and allowing Jackson to move out to reinforce Gen. Robert R. Lee's forces outside of Richmond to participate in the Seven Days Battles that decisively defeated the Union Army of the Potomac. One player plays the Union, and the other player plays the Confederate. The Confederate player will primarily be the attacker, but an observant Union player may have plenty of opportunity to counterattack.

Each combat unit generally represents 250 men or two artillery pieces; however, adjustments have been made to reflect individual unit levels of *élan*, proficiency, command control, etc. Each game turn is equivalent to one hour of actual battle time. The distance from side to opposite side of each hexagon on the map is equal to 300 yards. Components: One 22" x 34" map & 228 counters.

Paper Wars 78: Rockets Red Glare. P.V.P.: 34,95 €

NOVEDAD

FORMATO: REVISTA CON JUEGO (WARGAME). **EDITOR:** DECISION GAMES.

ROCKETS RED GLARE is a two player game type simulation of the War of 1812 in North America on the strategic and operational levels. The entire war is covered in quarterly turns corresponding to seasons, with strategic level play occurring on a map of the United States East & Gulf coasts, as well as some interior areas and the associated coastal seas. Operational level play is also in quarterly turns and takes place on a map of the Great Lakes border area between the United States and Canada. One player controls the forces of the United States and a second player controls the forces of England and Canada. Each game turn is composed of both a strategic turn, played on the strategic U.S. map, followed by an operational turn, played on the operational Great Lakes map. Every Fall game turn a special inter-turn phase is played after the conclusion of the operational turn to set up events for the upcoming year.

ROCKETS RED GLARE is both a naval and a land combat game. The war itself was one of those strange affairs that started due to poor political decisions and ended due to lack of militarily significant results and the slow realization that it had all been a mistake anyway. The long term results, however, were important. The United States ceased to be a breakaway English colony in the eyes of the world, and most particularly England. And Canada was turned permanently away from the path of the American republic, to move slowly down its own course to independence. **ROCKETS RED GLARE** depicts the military aspects of this key turning point in the history of North America. The game has 255 counter, a 22"x28" map sheet of the combat areas including charts and tables, and a set of rules to play the game. **Rockets Red Glare** will have 2 countersheets and 1 map. Game design by Stephen Newberg.



Battle for Stalingrad. P.V.P.: 36,00 € NOVEDAD FEBRERO

FORMATO: JUEGO DE ESTRATEGIA (WARGAME) DE CARTAS. **EDITOR:** DVG.

La Batalla de Stalingrado duró 200 días, desde el 17 de Julio de 1942 al 2 de febrero de 1943. El propio Hitler ordenó la toma de la ciudad clave soviética, y sus ejércitos estaban decididos a cumplir la orden. Frente a los ejércitos alemanes estaban los civiles y las fuerzas armadas de Rusia. En una lucha desesperada casa a casa, ambos bandos lucharon, sangraron y murieron congelados en el duro invierno ruso.

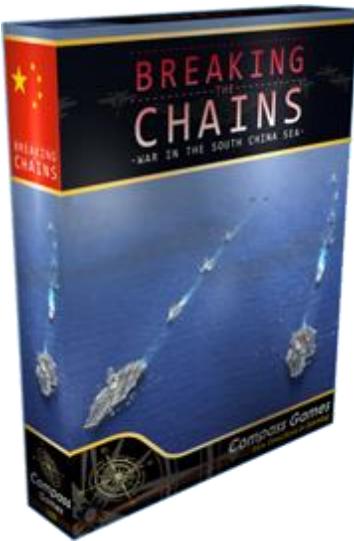
Este nuevo juego sobre la batalla nos lleva a las calles llenas de escombros, cuando los alemanes se tuvieron que abrir paso luchando por cada manzana de la ciudad. La única esperanza que ambos bandos tienen es tomar la ciudad antes de quedarse sin sangre y comida.

Según avanza la partida, versa como una sección tras otra de la ciudad se convierte en escombros por la lucha incansante. A medida que la ciudad se deteriora, la cantidad de suministros decrece. Los suministros son vitales para tu ejército. Sin ellos no podrás mover ni atacar, y sufrirás más bajas en combate. Al final buscarás en las ruinas tanto comida como al enemigo.

Diseño para 2 jugadores y complejidad baja, perfecto para jugadores esporádicos y veteranos. Sistema de juego intuitivo y sencillo. Duración de la partida: 60 minutos.

Componentes: 168 cartas, 1 plancha de fichas y reglamento a color. **¡REGLAS EN CASTELLANO EN PREPARACIÓN!!**





Breaking Chains. P.V.P.: 54,00 € **NOVEDAD FEBRERO**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** COMPASS GAMES.

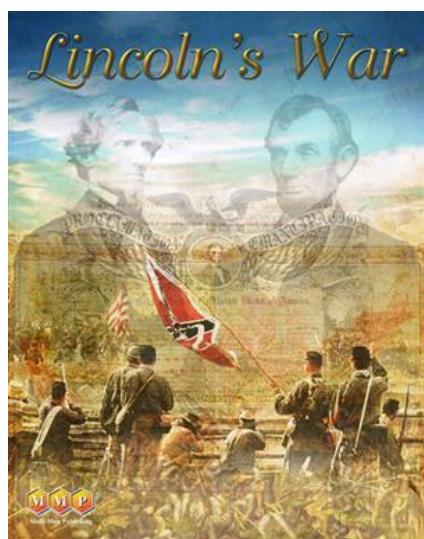
Breaking the Chains (BtC) simulates a hypothetical future military conflict over the South China and East China Seas around the year 2021. Conflicting claims of sovereignty have roiled those "near seas" since the Cold War. After decades of patient diplomacy, Beijing's new navy could offer military options for finally asserting sovereignty over prizes within the First Island Chain - that string of islands which runs from the Ryukus south through Taiwan, the Philippines and then curls back to the mainland via Malaysia. **BtC** presumes that China comes to blows with a Southeast Asian country in a conflict that could expand to possibly include: Australia, India, Japan, the United States as well as a variety of Southeast Asian nations. However, beyond China and one South East Asian nation, the exact composition of opposing coalitions is not predetermined but rather a function of the decisions players make as the game unfolds.

Two or more people play **BtC** with two reference cards, dice, and about 350 counters on a 22" X 34" map where each hex spans about 70 nautical miles (80 land miles) and each turn represents one day of real time. Players alternate maneuvering air, ground and naval units for up to 14 nations to resolve battles with a universal "strike" mechanism that applies across all types of combat; missile defense capabilities are central to survival. Air units represent from

30-90 aircraft each, most ground units are regiments, and naval units are small groups of surface ships/submarines or individual aircraft carriers. Specialized chit play simulates black ops, cyber warfare and various political developments.

BtC is solitaire friendly. The naval operations which dominate play are based on a roll-to-evasive model rather than search-to-find model. That means, owing to a battle space awash in electromagnetic emissions, enemy positions - except for motionless submarines - are assumed to be known unless a last-minute dice roll determines a potential target has evaded detection. So there is no hidden movement to stifle solitaire play; and the hidden placement of submarines can be forgone. Finally, the special chits that govern black ops can be played at random to further enable solo game play.

Complexity: 7 out of 10. Solitaire Suitability: 7 out of 10. Time Scale: Daily Turns subdivided into 4-hour "cycles". Map Scale: 70 nautical miles per hex. Unit Scale: Individual aircraft carriers, pairs or triplets of smaller ships/submarines; Air wings (25-75 aircraft); Land battalions, regiments and divisions. Players: one to several. Playing Time: two to twenty hours depending on scenario. Designer: John Gorkowski. Developer: Paul Glowacki. Artist: Mark Mahaffey



Lincoln's War. P.V.P.: 72,00 € **NOVEDAD FEBRERO**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP.

Lincoln's War reflects the fickle nature of politics and its influence on military policy-making during the American Civil War. Here, the battlefield is an extension of the political arena. Many historical movers and shakers support or oppose their presidents' war plans. Will Mr. Lincoln save the Union? Will Mr. Davis succeed in sundering one nation and creating another? How will you direct their political support?

Lincoln's War is a card-driven game using cards to activate generals, but in **Lincoln's War**, activation numbers are also political currency or PC. PC not only activates generals but promotes worthy commanders, purchases war material, forces indecisive commanders to act, and represents support for the war. A decisive PC point spread is an advantage in winning the game but driving an opponent to 0 PC (and 0 Congressional support) at the end of a turn will ensure victory, even in the face of defeat.

Unique features include a diceless combat system, seditious characters, and immobilization tokens. The combat system requires players to husband resources and congressional political support to ensure victory. Seditious characters oppose their respective Presidents' handling of the war and sooner or later will erode a resident's vital political support. Immobilization tokens reflect damage in the form of casualties, as well as hesitation, confusion and even insubordination.

Lincoln's War contains:

- 1 22" x 34" map
- 1 color rulebook
- 1 color play and background booklet
- 162 Operations Cards
- 2 countersheets
- 2 player aid cards

Lincoln's War was designed by John Poniske with the assistance of Mike Joslyn, and features the artwork of Niko Eskubi and map artwork by Mark Mahaffey.

Last Chance for Victory. P.V.P.: 160,00 € **NOVEDAD FEBRERO**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** MMP.

Last Chance for Victory is the next entry in The Gamers' **Line of Battle** series (LoB) which simulates the Battle of Gettysburg. It is the second game in the series, following the well-received *None but Heroes* about the Battle of Antietam. The story of Gettysburg is well known or, I should say, the popular rendition of the battle is well known and has certainly been simulated multiple times. As is usually the case with stripped down, accepted versions of complex events, this narrative misses much flavor and deeper understanding of what went on. It's the 'auto-tour' version of a much more involved event.

Many things are simply not brought out, or put into proper context, in the affirmed version of the battle:

1. Lee arrived on the field and tried to get his footing when Ewell (on his own initiative) ordered Rodes and Early to attack. Lee wasted no time in ordering Hill to attack with Heth and Pender to support Ewell's Corps. In the commonly held view, Lee arrived and simply dithered while events unfolded outside his control.
2. There were several opportunities that afternoon and evening to advance and take Cemetery and/or Culp's Hills. These were missed... but not, as commonly assumed, because one or more leaders were staring at their navels confused or indecisive. What happened and why?
3. Ewell made a clear headed decision his men were in no condition to take the hill that evening. He was the commander on the spot. Since then historians and armchair generals everywhere have questioned that decision, the game allows you to see who was right. Ewell was of the opinion that he could only do it if 3rd Corps supported him. That support was ordered by Lee (using 3rd Corps' artillery) but was not implemented by the army's chief of artillery. Would that have allowed the attack to work? What was the relative condition of the Union defenders and potential attacking troops anyway?
4. There never was any sort of 'dawn attack' order, but there were orders to attack much earlier on the second day than actually occurred. The game allows you to find out what went wrong (so you can draw your own conclusions as to who to blame).
5. By evening of the 2nd day, the fate of Cemetery Ridge rested in the hands of a handful of formed Union regiments (including the human sacrifice of the 1st Minnesota). Confederate victory was very, very close—teetering in the balance much more than normally assumed. There was a reason Lee said that if Dorsey Pender remained in command for another 30 minutes, the Confederates would have won the battle. See just how tough the Union job was and how close to the edge they got. What would have been the result of that Second Day's attack had it launched just a few hours earlier or even at the same time, but with the coordinated use of Anderson's and Pender's divisions?
6. Everyone assumes Pickett's Charge was a forlorn, disparate throw of the dice, but what was the condition of many of the Union units manning that ridge? Was this attack a complete reworking of the Confederate battle plan out of blind frustration or was it a continuation of the plan from both earlier days? What was the earlier, theoretically coordinated, plan the attack was ad libbed from?
7. As a whole, the popular version of the battle pretty much assumes a Union victory unless multiple stars aligned for the Confederates. If this is so, did the Army of the Potomac have to merely put out a 'fair-to-middlin' effort or did they have to fight tooth and nail to gain victory? If the latter, just how close of a run was it? Doesn't "assuming they will win" take away well earned credit they had for finally overcoming a determined and usually successful foe?

Last Chance for Victory attempts to allow players to find their own answers to these questions and points as well as many others. The added depth and nuance makes for a very different and, in my opinion, more accurate rendition of the battle than you've ever seen before.

Aside from showing the history in a way that will be both entertaining but make you thirst for more and better reading on the topic, multiple variations are provided to explore the battle. Sure, there are the usual "extra troops" variants, but more importantly, options that allow players to tweak the various historical behavior 'knobs' I assigned. If you think my 'setting' for Howard (to pull a name out of a hat) are all wet, you can change him to be better (or worse) so you can see how your version 'plays.' Likewise, a number of rules simulate activities that were pretty much out of the players hands (such as Buford's need to screen the town yet keep his losses very low), these can be 'turned off' as desired to see what effect they really have on the battle. There is a matrix of the various 'control' rules and the possible 'settings' for each one that players can use before starting if they disagree with my decisions. The results of your choices might surprise you and spur your understanding of the battle to new levels.

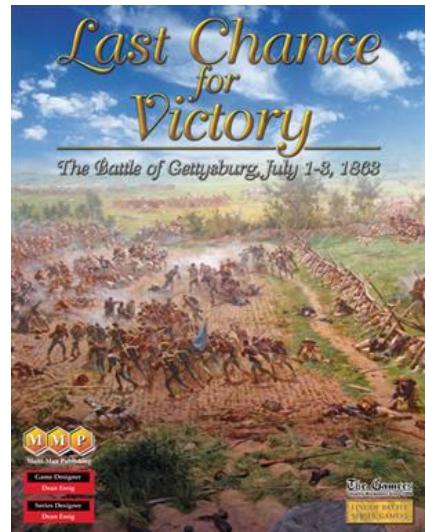
As with None but Heroes, **Last Chance for Victory** is designed to bring all of this and much more to your table in the most historically accurate and informationally jam-packed game possible. Like any LoB game, it was designed with twin goals: the most insight possible and a game with maximum playability.

Enhancing the already popularly received and streamlined Line of Battle rules, Last Chance for Victory comes with the v2.0 series rules. These rules incorporate the refinements and suggestions of hundreds of real players which make the smooth system even faster to play. Make no mistake, this is the only regimental level Gettysburg game that can be played to completion at a respectable clip—yet it is a large game. A pair of reasonably fast players could play the campaign game to completion at a convention like ConsimExpo. I've completed campaign games with three players in a week of rather relaxed play time.

Scenarios abound of various sizes. The campaign uses a 4-map 'box' layout, but the game comes with two additional maps, one covering just the 1st Day's fighting and the other the 2nd and 3rd Day's. The big game scenarios can be played on one or both of those maps plus, with those two linked together, it is possible to play the entire battle on 2 maps.

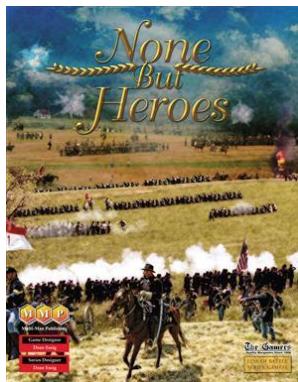
Components:

- LoB Series v2.0 Rulebook



- [Game Specific Rulebook](#)
- Two Order of Arrival Booklets
- Scenario Booklet
- Two Charts and Tables Booklets
- Six Full Color Game Maps (Check out some samples [here](#) and [here](#) and [here](#)!)
- Three Full Color Play Aids
- 2,240 Counters (Check out some samples [here](#) and [here](#)!)
- 22 Scenarios... with up two three size variations each, one of which is one map for each!
- Box and Dice

También disponible en la serie *Line of Battle*:



None But Heroes.

AGAINST THE ODDS Annual 2013: La Bataille de Vauchamps.

P.V.P.: 42,50 € **NOVEDAD MARZO**

FORMATO: JUEGO DE ESTRATEGIA (WARGAME). **EDITOR:** ATO.

La Bataille de Vauchamps. Forever known as the “Goat of Waterloo,” the year before, 1814, saw Grouchy’s finest hour. For the casual reader who looks into the “100 Days” and the Waterloo Campaign, one of the early questions is, “Who (the heck) is Grouchy?” Followed up by wondering why (on earth) Napoleon would give this guy a third of his army and depend on him to keep Blücher’s Prussians far from Wellington?

In context of Grouchy’s performance then, it’s a very reasonable question. But the answer goes back to February, 1814, where - at the Battle of Vauchamps – then-Cavalry-General Grouchy showed he could be extremely good at chasing Blücher.

In 1814 the French were on the ropes. Imagine Blücher’s shock at discovering Napoleon, “the Ogre,” again confronting him and after falling back, being hounded by Grouchy’s French cavalry (with several Allied squares breaking!). Had the ground at Vauchamps been less muddy (allowing the French horse artillery to stay closer), things would have been even worse for the Allies. As it was, in the final count, Allied losses

may have been greater than 10-1 over the French, and Blücher (once again) was very nearly captured.

Can you do better? Find out for yourself with our **La Bataille de Vauchamps** game inside the **2013 ATO Annual**. Designed by the original Marshal Enterprises team of Monte Matteson, Dennis Spors and James Soto, it comes with a full color, 17" x 44" map board and close to 500 colorful, die-cut counters (in the best La Bataille style), plus rules, charts and everything you need.

Vauchamps serves as a good intro or entry level game to the La Bataille system, made popular with Clash of Arms Games and with fans all over the world. Our Annual also includes a deluxe-sized magazine with even more articles and interesting stories. Learn more about this intriguing battle, and other items of military history as well.

